My Little Pony Card Game Comprehensive Rules

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1. Game Concept

101.0.0.General

These rules apply to My Little Pony Card Games played by 2 players, the most general and recommended way to play this game.

101.1.0. Whenever these rules contradict Card Ability and/or the Card Paraphrase (Q&A), the Q&A prevails, then the Card Ability takes minor precedence, then these rules take least precedence.

102.0.0.Preparation

Before the game, each player should prepare a Game Deck consists of My Little Pony Trading Cards. A Game Deck is consist of:

① A Main Deck consists of 50 cards, Main Deck can contain Character Cards, Event Cards and Item Cards

② A Scene Deck consists of 15 Scene Cards

③ A Story Deck consists of 4 Story Cards

④ 1 Main Character Card

102.1.0. Any Game Deck can contain no more than 4 of any cards that share the same card ID.

102.1.1.Cards share the main part of card ID (letter and number), while having differences in Shining Mark (※), are deemed as cards with the same card ID.

102.1.2. A Scene Deck can contain any number of Scene Cards with Everyday Scene. See in 204.4.0.

102.1.3. When constructing Story Deck, the 4 chosen Story Cards must have the same Main Title but different Subtitles, and be at Stages Ⅰ to Ⅳ

102.2.0. Players can use mutually agreeable cards or objects to replace the Main Character Card.

103.0.0. Start Game

Before the first round of a game, players should do the following steps, then the first mover starts their first turn.

103.1.0.Shuffle

Each player shuffles their Main Deck and Scene Deck so that the cards are in a random order, then shuffles or cuts their rival's decks. Put randomized decks face-down respectively into Main Deck Area and Scene Area

103.1.1. If need to shuffle Main Deck and/or Scene Deck during the game, players should also let the rival shuffle or cut the decks.

103.2.0.Set Main Character Card and Story Cards

Each player places their Main Character Card on the left side of Story Area, then sets their

Story Cards from their Story Deck in their Story Area from left to right according to Stage Ⅰ to Stage Ⅳ.

103.3.0.Determine the first mover

Players use a mutually agreeable method to determine the first mover. In general, players play finger-guessing, the winner becomes the first mover (there are many other ways).

103.4.0. Draw starting Hand, Set Plans and Scene

103.4.1 Each player draws 5 cards from the top of their Main Deck as their **Starting Hand**.

103.4.1a If a player is unsatisfied with their **Starting Hand**, they may choose to place all cards from their hand on the bottom of their Main Deck in any order, then redraw 5 cards from the top of their Main Deck as their new **Starting Hand**. This process is called a "mulligan".

103.4.1b The first player decides whether to perform a mulligan first, then the second player decides.

103.4.1c Each player may only perform a mulligan once.

103.4.2 Each player puts the top 4 cards of their Main Deck and places them face-down on the Story horizontally, in the order of the Story Stages. These are called "**Plans**".

103.4.3 The first player places the top card of their Scene Deck into the Scene Area face-down and vertically. The second player places the top card of their Scene Deck into the Scene Area face up and vertically.

104.0.0. End Game

Whenever a player or two players win the game, the game is ended. If a player wins the game, the other player loses the game. If both players win the game, the game is a Draw. Whenever a player fulfills any of the conditions described below, that player wins the game:

104.1.0. Player's Main Character Card reaches the Stage Ⅳ Story Card.

104.1.1. Usually, Stage Ⅳ Story Cards' ability text contains "You win the game", this description is not a card ability, but a Rule Action.

104.2.0. Player's Rival needs or tries to draw card(s) from Main Deck when the deck is empty.

2.Card Category

201.0.0.Character Card

Character Card is one kind of card that constructs the **Main Deck**, also called "Character" for short. Characters can use abilities, and contact with Rival's Characters or Promote Story in Contact Phase. Character Cards generally contain the following information:

201.1.0.Card Name

General way to address a card. Each individual card has only one card name.

Some effects refer to the card names of certain cards. In the effect text, card names are highlighted with a blue background, indicating cards that possess that specific card name. XXX means "cards named XXX".

201.2.0.Card Type

To mark the type of a card, Characters are marked by a icon.

201.3.0.Rarity

To mark the rare degree of a card. It does not affect the game.

201.4.0.Keyword

To mark the kind and feature of a Character, a Character usually owns multiple keywords. Abilities use "「」" to indicate keywords, they represent cards that have the keyword. 「XXX」 means "cards with the keyword XXX", abilities affect certain keyword will affect the characters with the keyword.

201.5.0.Cost of Force of Harmony

To mark the number of Force of Harmony a player needs to consume to play a card, Force of Harmony is produced by tapping Scene Cards.

201.6.0.Card Ability

Also "ability" for short, a player can take different actions described in the text on Characters when eligible. Some abilities may contain abbreviated terms to mark the condition to solve them. Some Characters have no ability. See in 501.0.0 and 503.0.0.

201.6.1. Appear: Appear abilities are Triggered Abilities, which should be triggered after the Character being played from Hand or being moved into Adventure Area by other abilities.

201.6.2. Farewell: Farewell abilities are Triggered Abilities, which should be triggered after the Character being removed from Adventure Area in Contact or by other abilities.

201.6.3. Pre-plan: Pre-plan abilities are Triggered Abilities, which should be triggered after

the Character being removed from Story Area as a Plan.

201.6.4 There are three types of effects enclosed in quotation marks Adventure:

201.6.4a Triggered effects. The text of such an effect typically contains "when" or "each time when" to define a trigger condition. The effect triggers and is used after its trigger condition is met.

201.6.4b Continuous effects. Such an effect applies continuously as long as the character possessing it is in the Adventure Area.

201.6.4c Activated effects. Such an effect typically consists of a "cost" and an "effect," where the cost portion usually has a white background with blue text (e.g., Adventure Tap). A player may pay the cost during their main phase to use these effects.

201.7.0.Inspiration

Inspiration is usually printed in the lower part of cards. To mark the persuasion in Contact of a Character, Characters with higher Inspiration are more likely to win in Contact.

201.8.0.Card ID

Information to differ cards. Cards share the main part of card ID (letter and number), while having differences in illustration or Shining Mark (※), are deemed as cards with the same card ID. See in 102.1.1.

201.9.0. Print Information

To mark the printing batch of cards. it does not affect the game.

202.0.0. Event Card

Event Card is one kind of card that constructs the Main Deck, also called "Event" for short. Event's ability should be solved once played from Hand, and then should be moved into Retirement Area after solved. Event Cards generally contain the following information:

202.1.0.Card Name

See in 201.1.0.

202.2.0.Card Type

To mark the type of a card, Events are marked by a icon.

202.3.0.Rarity

See in 201.3.0.

202.4.0.Cost of Force of Harmony

See in 201.5.0.

202.5.0.Card Ability

Whenever an Event is being played by player, the Event Card's ability will be solved immediately. The ability may take effect all at once or continuously, while the Event Card will be moved into Retirement Area after solved.

202.6.0.Card ID
See in 201.8.0.

202.7.0. Print Information
See in 201.9.0.

203.0.0.Item Card

Item Card is one kind of card that constructs the Main Deck, also called "Item" for short. Item should be played targeting Characters in Adventure Area and adorn the Character (The target Character must meet the condition written in the ability. If an Item Card has no condition, the target can be any Character). Adorned Item will be placed at the same Slot of adorned Character.

Generally, 1 Character can only be adorned by 1 Item at a time. If a Character adorned with Item is going to be adorned with another Item, the action will be changed to: move the already adorned Item to Retirement Area, then adorn the new Item. The ability of Item will take effect when being adorned.

If a Character adorned with Item is going to be removed from Adventure Area, the action will be changed to: remove the Character from Adventure Area, then move the adorned Item into Retirement Area. When a Character adorned with an item leaves the Adventure Area, the item it adorned also leaves the Adventure Area. If a Character adorned with an item enters the Resolution Area, the item it adorned moves to the Resolution Area together with the Character, after which subsequent processing occurs. If a Character adorned with an item in the Adventure Area or Resolution Area moves to a Area other than the Resolution Area, and no related effect specifies the destination of the item, that item enters the Retirement Area when the corresponding character moves to a Area other than the Resolution Area.

Item Cards generally contain the following information:

203.1.0.Card Name
See in 201.1.0.

203.2.0.Card Type

To mark the type of a card, Items are marked by a icon.

203.3.0.Rarity
See in 201.3.0.

203.4.0.Cost of Force of Harmony

See in 201.5.0.

203.5.0.Card Ability

The effects of an Item cannot function independently in the Adventure Area. They must be used and then adorned by a Character in the Adventure Area to take effect.

203.6.0.Card ID

See in 201.8.0.

202.7.0. Print Information

See in 201.9.0.

204.0.0.Scene Card

Scene Card is the **only** kind of card that constructs the Scene Deck, it produces Force of Harmony or Inspo Boost, also called "Scene" for short. Scene Cards generally contain the following information:

204.1.0.Card Name

See in 201.1.0.

204.2.0.Card Type

To mark the type of a card, Scenes are marked by a icon.

204.3.0.Rarity

See in 201.3.0.

204.4.0. Everyday Mark

To identify whether the Scene is **Everyday Scene**, Scene Cards with a label Everyday is deemed as **Everyday Scene**. When constructing Scene Deck, players can put any of Everyday Scene in it, ignoring the limitation of 4.

204.5.0.Scene Ability

Each Scene has the ability to produce Force of Harmony and **Inspiration Boost**:

204.5.1. When a player plays cards from Hand, they should tap as many Scene Cards as the Cost of Force of Harmony that card indicated.

204.5.2. Inspo Boost:Inspiration Boost abilities, called short in Ins Boost. In Inspiration Boost Step of Contact Phase, player can turn down face-up Scenes to use Inspiration Boost. See in 404.3.1. and 404.3.2.

204.5.2a. Face-down Scene Cards can not be used to Inspo Boost, but still can be tapped to produce Force of Harmony.

204.6.0.Card ID
See in 201.8.0.

204.7.0. Print Information
See in 201.9.0.

205.0.0.Main Character Card

Main Character Card is a kind of card that represents the player when constructing the Story Deck, also called "Main Character" for short. Before the game, players can use mutually agreeable cards or objects to replace the Main Character Card. Main Characters generally contain the following information:

205.1.0.Card Name
See in 201.1.0.

205.2.0.Rarity
See in 201.3.0.

205.3.0.Card ID
See in 201.8.0.

205.4.0. Print Information
See in 201.9.0.

206.0.0. Story Card

Story Card is a kind of card that constructs the Story Deck. They represent the game goal and conditions to win the game. Also "Story" for short. Story Cards generally contain the following information:

206.1.0.Card Name
General way to address a card. For Story Cards, the Card Name is composed of 2 parts: the Main Title and the Subtitle corresponding to the Story Stage. When constructing Story Deck, the Story Cards should share the same Main Title, while with different Subtitle and Stage Mark Ⅰ to Ⅳ respectively.

206.2.0.Rarity
See in 201.3.0.

206.3.0. Story Stage

The Roman number mark on the bottom right corner of Story Card is to mark the corresponding Stage of the Story Card. Story Stage will affect the order of Story Cards when preparing the game and the order for players to Promote the Story.

206.4.0. Story Ability

To mark the effect that takes place when the Story is being promoted to a certain Stage, generally started by "When promoted to this stage,".

206.5.0.Card ID

See in 201.8.0.

206.6.0. Print Information

See in 201.9.0.

207.0.0 Token

207.1.0 Token Concepts

A token is a type of object placed on a card or another location to mark certain conditions or to interact with rules and effects. Tokens are not placed in any deck; they are only used when needed.

207.1.1 The card number for a token typically starts with "TK-". With mutual consent from both players, any object may be used as a token.

207.1.2 Some effects may check whether a specific token is placed on a Character. "Has (a token)" means the corresponding token is currently placed on that card. "Does not have (a token)" means no corresponding token is currently placed on that card.

207.1.2a The status of "has" or "does not have" is updated in real time. If a token is removed from a card that previously had it, the relevant status changes to "does not have".

207.2.0 Token Types

There are multiple types of tokens. Tokens of different types have different names; tokens sharing the same name are considered to be of the same type. Common token types include:

207.2.1 Treat Tokens

A Treat is a special type of token that can be placed on a specific Character in the Adventure Area. A Treat itself has no effect, but some effects of a character may care about the number of Treats.

207.2.1a A Character can have at most 1 Treat. If a Character already has a Treat, any effect that would give that Character a Treat does not execute (See in 502.1.1b).

207.2.1b Treats can only exist on Characters in the Adventure Area or the Resolution Area. When a Character that has a Treat leaves either of these Areas, the Treat is removed. Treats removed by this rule do not trigger any effects.

207.2.1c When a Character in the Adventure Area that has a Treat leaves the Adventure Area, the Treat moves to the Resolution Area together with the Character, after which subsequent processing occurs.

207.2.2 Present Tokens

207.2.2a A Present is a special type of token that can be placed on a specific character in the Adventure Area.

207.2.2b There are six types of Presents: "Twilight Sparkle's Present", "Fluttershy's Present", "Pinkie Pie's Present", "Rainbow Dash's Present", "Applejack's Present", and "Rarity's Present". When an effect gives a Character a Present, it usually specifies which type.

207.2.2c A Present token typically has the following two effects:

① The first effect of a Present is usually "At the beginning of each turn, you may unwrap this Present (trigger its effect and remove it)". This is a rule-based effect. It specifies that the timing for unwrapping a Present is at the beginning of each turn. Additionally, some card effects may also unwrap a Present.

② The second effect of a Present is usually a Triggered Effect that triggers when the Present is unwrapped. "Unwrapping a Present" means: using this Triggered Effect of the Present and then removing the Present. Removing the Present due to unwrapping does not affect the resolution of its effect.

The specific effect upon being unwrapped depends on its type, as detailed below:

Twilight Sparkle's Present When this Present is unwrapped, reveal the top 2 cards of your Deck. Choose 1 card from them, add to your hand, move the rest to the bottom of your Deck.

Fluttershy's Present When this Present is unwrapped, choose 1 Character with Cost of Force of Harmony 3 or less in your Retirement Area, add it to Hand.

Pinkie Pie's Present When this Present is unwrapped, the Character that has this Present gains +1 Inspiration until the end of turn.

Applejack's Present When this Present is unwrapped, the Character that has this Present gains "Adventure Tap Choose 1 Scene in your Scene Area, untap it."

Rainbow Dash's Present When this Present is unwrapped, you may Move the character that has this Present to an empty Slot in your Adventure Area.

Rarity's Present When this Present is unwrapped, choose 1 character in Rival's Adventure Area, it

gets -1 Inspiration until the end of turn.

207.2.2d During the Upkeep Step at the beginning of a turn, if there are multiple Characters with Presents in both players' Adventure Areas, the turn player first declares the number and order of all Presents they wish to unwrap at once. Then, the Rival declares the number and order of all Presents they wish to unwrap at once. The Rival's Present effects are resolved first in the declared order, followed by the turn player's Present effects in the declared order. (For the complete process of unwrapping Presents, See in 503.0.0)

207.2.2e Presents can only exist on Characters in the Adventure Area or the Resolution Area. When a Character that has a Present leaves either of these areas, the Present is removed. Presents removed by this rule do not trigger any effects.

207.2.2f When a Character in the Adventure Area that has a Present leaves the Adventure Area, the Present moves to the Resolution Area together with the character, after which subsequent processing occurs.

3.Area

Area means locations to place cards, including Main Deck Area, Scene Deck Area, Adventure Area, Story Area, Scene Area, Retirement Area, Hand and Resolution Area.

301.0.0.Main Deck Area

Main Deck Area is the location to place Main Deck, this area and the cards in it constitute the Main Deck, also "Deck" for short.

Main Deck Area is a non-public area, all cards should be placed face-down, players should not check the content of their own Deck or Rival's Deck and change the order at will, but they can check the remaining amount of Decks at any time.

302.0.0.Scene Deck Area

Scene Deck Area is the location to place Scene Deck, this area and the cards in it constitute the Scene Deck.

Scene Deck is a non-public area, all cards should be placed face-down. Players should not check the content of their own Scene Deck or Rival's Scene Deck and change the order at will, but they can check the remaining amount of Scene Decks at any time.

303.0.0. Adventure Area

Adventure Area is the location to place Characters to Contact, this area contains 3 Slots, and each Slot can contain 1 Character, a new Character can not be placed in an occupied Slot.The Adventure Areas of both players are arranged facing each other, and each Slot opposing to one other.

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303.1.0. Adventure Area is a public area, all cards should be placed face-up, revealing the information. Players can check cards in Adventure Area at will, but should keep polite when checking Rival's cards to avoid causing displeasure.

303.2.0. Player can not change the location of Character in Adventure Area. When a card newly enters this area, the owner should decide the location to place it.

303.3.0. When each of the Slots in Adventure Area is occupied, a player can not play Character Cards from Hand and can not solve effects that move Characters into Adventure Area.

304.0.0. Story Area

Story Area is the location to place Story, Plan and Main Character, to mark the progress and outcome of the game. Each Story has certain Stage, which are marked from low to high as, , , . Moving the Main Character to a higher Stage Story is deemed as Promoting the Story.

304.1.0. Story Area is an area with mixed publicity, depending on the state of the cards in this area, the information publication also varies.

304.2.0. Story and Main Character in Story Area should be placed face-up, showing the information, player can check face-up cards in Story Area at will, but should keep polite when checking Rival's cards to avoid causing displeasure.

304.3.0. Plans in Story Area should be placed face-down, players can not check their own or Rival's Plan at will.

304.4.0. Plan is a special state of cards, face-down on the Story to protect the Story. At most one Plan can be placed on each story. Before a Player wants to take an action to Promote the Story during the Contact Phase, they need to check the Rival's Plan. If the Rival's Story which shares the same Stage with the target Story has a Plan, then the action to Promote the Story cannot be taken.

304.5.0. After a player takes an action to Promote the Story, check the player's current Stage, if the Story is already in Stage IV, the player wins the game.

304.6.0. Players can not change the order of Stories or Plans at will.

304.7.0. Plans newly moved into Story Area should be placed as high as possible on the Story with higher Stage without Plan.

305.0.0.Scene Area

Scene Area is the location to place Scene Cards, all cards in Scene Area are deemed as Scene Cards.

Unless specified, "add 1 Scene" means to move the top card of the Scene Deck into the Scene Area face up and untapped.

305.1.0.Scene Area is a public area. Players can check cards in Adventure Area at will, but should keep polite when checking Rival's cards to avoid causing displeasure.

306.0.0. Retirement Area

Retirement Area is the location to place Characters Retired in Contact, solved Event, discarded cards and cards moved into Retirement Area for other reasons.

306.1.0. Retirement Area is a public area, all cards should be placed face-up, revealing the information. Players can check cards in Retirement Area at will, but should keep polite when checking Rival's cards to avoid causing displeasure.

306.2.0.Cards of players may be moved into Retirement Area in the following situations:

306.2.1. A discarded card from Hand will be moved into Retirement Area.

306.2.2. A played Event from Hand will be moved into Retirement Area after being solved.

306.2.3. An adorned Item will be moved into Retirement Area when the adorned Character is moved into Retirement Area.

306.2.4. A Plan which triggers its Pre-plan ability will be moved into Retirement Area after being solved.

306.2.5. A Character failed in Contact Phase will be moved into Retirement Area in Area Transfer Step.

306.2.6. To solve an ability that moves cards to Retirement Area.

307.0.0.Hand

The location to keep drawn cards.

307.1.0. Hand is an area with one-sided publicity. Player can check their own Hand, but can not check Rival's Hand.

307.2.0. Player can check the amount of Rival's Hand.

307.3.0. Player can have any number of Hand. But in the Discard Step of End Phase, if the player has more than 10 Hand, they should discard their Hand to 10.

307.4.0.The order of Hand does not affect the game. Player can change the order of their Hand at will.

308.0.0. Solving Area

Solving Area is a special area only used when solving some abilities, to indicate that there are abilities in solving.

Solving Area does not exist substantially; cards in Solving Area still exist in game, but not in

any other areas.

308.1.0.Cards described down below are in Solving Area.

308.1.1. A Event in solving.

308.1.2. A Plan whose Pre-plan ability is in solving.

308.1.3. A Character whose Farewell ability is in solving.

308.0.0 Resolution Area

The Resolution Area is a special Area used only during the resolution of some effects, indicating that a card is currently being resolved.

The Resolution Area does not physically exist on the play sheet; cards in the Resolution Area are still in the game but are not in any other Area.

308.1.0 Cards enter the Resolution Area under the following circumstances:

308.1.1 When an event is used, the event enters the Resolution Area. After its corresponding effect finishes resolving, the event leaves the Resolution Area and enters the Rest Area.

308.1.2 When the reserve effect of a Plan is triggered, the Plan enters the Resolution Area. After its corresponding reserve effect finishes resolving, the Plan leaves the Resolution Area and enters the Rest Area.

308.1.3 If a character leaving the Adventure Area would trigger some triggered effects, that character enters the Resolution Area. After the corresponding effects finish resolving, the character leaves the Resolution Area and enters the Rest Area (refer to 614.0.0).

4. Round Structure

401.0.0.General

401.1.0.In game, the first mover takes the first turn and becomes the active player. After all phases of that turn, the other player begins a new turn and becomes active player of that turn. Players take turns alternately in a game. About the first mover, see in 103.3.0.

401.1.1. In this chapter, "the player who is taking their turn" is called "the active player" in short, the other player is "the rival".

401.2.0. Each turn in game is consist of 4 phases: Starting Phase, Main Phase, Contact Phase and End Phase; each phase is consist of several Steps. Each turn is consist of these Phases and Steps, even though nothing happens in certain Phase or Step. When in a certain Step, after all the effects and actions have been executed, or when there are no executable effects or actions, or if the player chooses not to execute all executable effects, proceed to the next Step. After all Steps in a certain Phase have been completed, move on to the next Phase.

402.0.0. Starting Phase

Starting Phase contains Steps below:

402.1.0.Untap
The active player untaps all tapped Characters and Scenes.

402.2.0.Draw
In the first turn of the game, skip this Step.
The active player draws 1 card. If the Main Deck is empty when executing this step, the player loses the game.

402.3.0. Add a Scene
If the Scene Deck is empty when executing this step, skip this step.
The active player adds 1 Scene.

402.4.0 Upkeep Step
This step is used to process effects that occur at the beginning of a turn. If there are no such relevant effects, skip this step.
If both players have effects they wish to use during this step, the turn player first decides which effects to use, then the Rival decides which effects to use. The Rival's effects are resolved first, followed by the turn player's effects. (For the complete process of using effects, See in 504.0.0.)

403.0.0.Main Phase

The active player can consume Force of Harmony in Main Phase, to play Characters, Events, Item or activate abilities at their will. When playing a card, players should meet the **Cost of Force of Harmony**, which is printed on the top left corner of cards. To meet the cost, players tap **Scene Cards as many as required**, they **can not** tap **more** or **less** than the cost. Tapping Scenes, as an action to meet the **Cost of Force of Harmony**, is one of the **regulation actions** of rule.

403.1.0. Activate Abilities of Characters

The active player chooses 1 Character in their Adventure Area, uses activated **Adventure Area abilities** written on the card.

403.2.0.The active player plays Character Card from Hand

When playing Character, choose an empty Slot in Adventure Area and put the played Character into the Slot after meeting the Cost of Force of Harmony.

403.3.0. Play Event Card from Hand

When playing Event, meet the Cost of Force of Harmony and solve the abilities written on the card.

403.3.1. For each Event, the last step of solving it's ability is "move this Event into Retirement Area", only after this step may an Event be deemed as solved.

403.3.2 Some Event cards also have Pre-plan effects. These Pre-plan effects are not used when the Event is played as an Event. They are triggered and used only when that Event is removed as a Plan. When such an Event is removed as a Plan, only its Pre-plan effects are used, and no other effects of the card are used.

403.4.0.The active player plays Item Card from Hand

When playing Item, meet the Cost of Force of Harmony and choose 1 Character in Adventure Area, the chosen Character is adorned with the played Item. About the regulations of Adorned Item, see in 203.0.0.

404.0.0.Contact Phase

Contact Phase contains Steps below:

404.1.0.In the first 2 turns of the game, skip this Phase

404.2.0.Check if there are any characters in the lane of directly opposite Slots (i.e., the opposing Slots) of both players in the Adventure Area to determine the action to be executed and execute it (actions include: Contact, Take Action, or Skip). This process **always follows the following order**:

①Left lane of the first mover
②Middle lane of Adventure Area
③Right lane of the first mover
About first mover, see in 103.3.0.

404.3.0.Contact

When there are Characters in both of the corresponding Slots in a lane during the Contact Phase from both players, the Characters in these two Slots Contact. Contact between Characters proceeds as follows:

404.3.1. Active player Inspiration Boost Step

The active player can choose 1 face-up Scene Card to use its Inspiration Boost ability. Solve the Inspo Boost of chosen Scene, then turn down it. Or choose not to use Inspiration Boost.

404.3.1a. If the Inspo Boost affects a specific Character, only when the Character of the active player in Contact is the specific Character can the player use the Inspo Boost.

The active player can repeat this action any times until they choose not to use Inspiration Boost. When the active player chooses not to use Inspiration Boost, this Step ends.

404.3.2. Rival Inspiration Boost Step

The rival performs Inspiration Boost Step, same as 404.3.1.

404.3.3. Resolve Step

Players add up the Inspirations of Characters in Contact and all other effects that add Inspiration to the Characters, and calculate the final Inspiration. The player with the higher final Inspiration is the winner of the Contact, and the player with the lower final Inspiration is the loser. If the final Inspirations are equal, both players are losers.

404.3.4.Area Transfer Step

The active player determines the action to execute based on the Contact result. After the active player finished their action, the rival does the same. After both players finished their action, move to the next Step.

404.3.4a. If the player is the winner, keep the Character at the Slot, do no action.

404.3.4b. If the player is the loser, the Character Retires (See in 614.0.0)

404.3.5. End Step

When done the Steps above, the Contact of Characters in the current lane ends.

404.3.5a All effects that state "until the end of Contact..." end during this step.

If the Slot is not in the last lane of Adventure Area, move to the next lane, check Character state and determine the action. If the Slot is in the last lane of Adventure Area, end Contact Phase.

404.4.0. Take Action

In Contact Phase, only when there is a Slot that the active player has a Character in it while the rival has no Character in the opposing Slot, can the active player take Action. Action includes Promote the Story and Intervene the Plan, but player can only choose 1 of them for 1 Action at 1 time.

404.4.1.Promote the Story

If the active player chooses to Promote the Story, first check whether they meet the

condition to do it. If there is a Plan on rival's Story Card with the same Stage of the activate player's next Story, this Action can not be executed.

E.g.: The active player wants to Promote the Story from Stage I to Stage II in Contact Phase, but there is a Plan on rival's Stage II Story, so the active player can not Promote the Story.

If the active player executes Promote the Story Action, move their Main Character to the next Story. If the Story is not Stage IV Story, solve the ability of that Story, then the Action ends. If the Story is Stage IV Story, the active player wins the game. See in 104.1.0.

404.4.2.Intervene the Plan

If the active player chooses to Interfere the Plan, Remove the Plan on the Story with minimum Stage. Removed Plan will be turned-up, if the Plan had Pre-plan ability, solve the ability and move the Plan to Retirement Area; otherwise, rival add the turned-up Plan to Hand.

404.4.3. End Step

When done choosing and executing actions above, the Character ends action. If the Slot is not in the last lane of Adventure Area, move to the next lane, check Character state and determine the action. If the Slot is in the last lane of Adventure Area, end Contact Phase.

404.5.0.Skip

When there is no Character from the active player, skip that lane. If the Slot is not in the last lane of Adventure Area, move to the next lane, check Character state and determine the action. If the Slot is in the last lane of Adventure Area, end Contact Phase.

405.0.0. End Phase

End Phase contains Steps below:

405.1.0. Erase Step

End all "until the end of turn" abilities from both players.

405.2.0. If the active player has 11 or more cards in Hand, that player must discard cards until they have 10 cards in Hand. Cards discarded in this way do not trigger their triggered abilities.

5.Ability

A card may have multiple abilities, each ability is distinguished by line breaks.

501.0. Ability category

According to the usage condition, Abilities are classified in following categories:

501.1.0.Triggered Ability

Triggered abilities always contain the triggering condition, they should be used immediately when the conditions are met. Unless the ability itself has specified limitation, player must use the ability.

E.g.: Like "Appear" and "Pre-plan", these abilities should be solved immediately when the conditions are met.

501.1.1.At the same time, when there are multiple Triggered Abilities being used:

501.1.1a. If used abilities are from the same player, they decide the order to solve them.

501.1.1b. If used abilities are from different players, the rival solves them first; after the rival has done solving them, the active player starts solving their Triggered Abilities.

501.1.2. If an ability meets the condition of certain Triggered Ability when player solves it, then Triggered Ability will be used only when the ability is solved.

501.1.3 “When” and “Each time when”

"Each time when" means that if its trigger condition is met multiple times simultaneously, the effect triggers that many times. If the effect text uses only "When", even if the trigger condition is met multiple times simultaneously, the effect triggers only once.

Example: You have [Twilight Sparkle BP03-CR07] in your Adventure Area. You then play an event with the effect "Draw 5 cards, then discard 4 cards." After the event resolves, Twilight Sparkle's effect triggers 4 times.

501.2.0.Continuous Ability

Continuous abilities do not need to be used, they will remain in effect as long as the conditions are met. When the conditions are met, the ability will take effect immediately; when the conditions become invalid, the ability becomes invalid immediately.

E.g.: Abilities like "Adventure Area: {Sweetie Belle} and {Scootaloo} in your Adventure Area get +1 Inspiration" will take effect continuously when the Character is in Adventure Area;

Abilities like "Adventure Area: While there is any {Fluttershy} in your Adventure Area, this Character gets +2 Inspiration in Rival's turn" will take effect when the condition is met: when there is any Character with keyword "Fluttershy" in your Adventure Area, the Character will get +2 Inspiration in rival's turn.

501.2.1. If in solving an ability, a condition of certain Continuous Ability changes (valid to invalid or invalid to valid), only when the ability solved, that Continuous Ability will take

effect/become invalid.

501.3.0. Activated Ability

Players can only activate this type of abilities in their Main Phase and use them immediately. Unless specified, players can only activate Activated Abilities when there is no ability waiting to be solved. Activated Abilities always contain Costs and Effects. Only when player solve the Costs can they solve the Effects.

(For the complete process of using an activated effect, See in 503.0.0.)

E.g.: "Adventure Area: Tap: Choose 1 {Pet} in your Adventure Area, it gets +2 Inspiration until the end of turn". This ability can take effect when this Character is in Adventure Area, and you pay the Cost "Tap".If the Character possessing this effect is already tapped, the player cannot pay the cost of "tap this card", and therefore the entire effect cannot be used.

501.3.1 Inspo Boost refers to a special type of activated effect. This type of effect can only be activated during the "Active player Inspiration Boost Step" or the "Rival Inspiration Boost Step" of the Contact Phase (the specific step in which it can be used depends on whether the player is the turn player). The cost to activate the Inspire ability is "Turn down this Scene".

501.3.1a If all parts of an Inspo Boost effect cannot be performed, a player cannot use that effect.

501.3.2 Explore refers to a special type of activated effect. The cost for this type of effect is "turn down this Scene".

501.3.2a Typically, a Explore card possessing such an effect will have descriptive text stating "During your Main Phase, you may turn down this Scene to use this card's Explore effect." This description is not the card's effect itself, but reminder text. The Explore effect functions normally even without this text.

501.3.2b If all parts of an Explore effect cannot be performed, a player cannot use that effect.

501.4.0. Regulation Ability

Regulation Abilities stipulate the condition or the way to play cards, this type of abilities will take effect when cards are not played.

E.g.: "Only use when there is any {Rarity} in your Adventure Area Draw 1 card". This ability stipulates that this Event can only be played when there is at least 1 Character with keyword "Rarity" in Adventure Area.

501.5.0.Condition Check

Some parts of certain abilities will check Card Information, and execute only when the conditions are met, the conditions are as follow:

501.5.1. When there is "A" in "X"

Usually seen in Triggered Abilities and Activated Abilities. When checking this condition, check if there is 1 or more cards with keyword "A" in area "X", if so, solve the following effect.

E.g.: "Appear: If any {Owlowiscious} is in your Adventure Area, choose 1 Character with

Inspiration 5 or less in Rival's Adventure Area to Retire". This ability will check its condition before solving the effect, if there is 1 or more Characters with keyword "Owlowiscious" in Adventure Area, this ability will be executed.

501.5.2. While there is "A" in "X"

Usually seen in Continuous Abilities. When checking this condition, check if there is 1 or more cards with keyword "A" in area "X", is so, solve the following effect; each time when changes happen in area "X", repeat checking the condition, if the condition is no longer met, the ability should also stop being executed.

E.g.: "Adventure Area: While there are 2 or more Items in your Retirement Area, all Characters in Rival's Adventure Area get -1 Inspiration". This ability will check the number of Items in the player's Retirement Area when this Character is moved into Adventure Area. Each time the card category or the number of cards changes, repeat checking the condition.

501.5.3. While there is other "A" in "X"

When checking this condition, check is there is 1 or more cards with keyword "A" in area "X" except the card itself, if so, execute the following effect.

E.g.: "Appear: If any other {Rainbow Dash} is in your Adventure Area, this Character gets +2 Inspiration until the end of turn". This ability will check condition before solving the Appear ability. If there is 1 or more other Character with keyword {Rainbow Dash} in the player's Adventure Area than this Character, this ability will take effect.

501.6.0 Reminder Text

Reminder text is printed on cards in a distinct style. Its purpose is typically to highlight the flavor of the card's effect and, by itself, it has no rules meaning and is irrelevant to gameplay. Common types of reminder text include:

501.6.1

501.6.2

501.6.3

501.6.4

501.6.5

501.6.6

501.6.7

501.6.8

501.6.9

502.0.0 Effect Resolution Principles

502.1.0 When a player attempts to resolve an effect:

502.1.1 If an effect contains multiple actions, they must be performed in the order described by the text.

502.1.1a If the action(s) indicated by an effect cannot be fully performed, perform as much of it as possible.

502.1.1b If the action(s) indicated by an effect cannot be performed at all, skip those actions.

502.1.1c Drawing a card is always a performable action. However, if a player

performs this action while their Deck is empty, they lose the game.

502.1.2 Even if all parts of an effect or an event cannot be performed, a player may still use and resolve that effect or event (with the exception of activated Inspo Boost effects and Explore events).

503.0.0 Complete Process for Using a Card or Effect

Normally, the process of using a card or effect can be handled simply, and the content of this section is not required.

In some cases, the process of using a card or effect may involve the triggering or resolution of multiple effects. To clarify the sequence of the process and make resolution clearer, refer to this section.

The complete process for using a card or effect is as follows:

503.1.0 Declare the card or effect you wish to use, and pay its cost(s) if it has any.

503.1.1 Typically, a player may only use a card or activate an effect during their Main Phase, when there are no other effects pending resolution, and when no other effects are about to become pending.

503.1.2 A Triggered Effect is used immediately when its trigger condition is met. Unless otherwise specified by an effect, a player must use these effects.

503.1.3 If the card being declared or the card corresponding to the declared effect is not in a public Area, it must be revealed.

Example: If you want to use a card from your Hand, you must reveal it when declaring its use.

503.1.4 The cost of a card is usually its Cost of Force of Harmony. If other effects modify this card's Cost of Force of Harmony, the specific final Cost of Force of Harmony number is calculated and paid during this step.

503.1.5 The cost of an activated effect is usually a series of actions the player must perform, indicated by blue text on a white background.

Example: Adventure xxxx indicates an activated effect with a cost of "XXXX".

503.1.6 The process of paying costs is as follows: if the cost is a Harmony requirement, the required number of Scene cards must be tapped. If the cost involves other actions, the player must completely perform those actions in the specified order. The process of paying costs does not use the pending resolution list. If a player cannot pay the cost(s), they cannot use that card or effect.

503.1.7 To use a Character card, there must be an empty Slot in your Adventure Area to place it.

503.1.8 To use an Item card, there must be a Character in your Adventure Area that can be adorned with it.

503.2.0 Depending on the type of card or effect used, move the corresponding card to the appropriate Area.

503.2.1 If using a Character card, place it in an empty Slot in your Adventure Area.

503.2.2 If using an Item card, choose a Character in your Adventure Area to be adorned

with the item, and place the Item under that Character. If the chosen Character is already adorned with an item, first move that previously adorned item to the Retirement Area, then the Character is adorned with the new item. If the Item being used has requirements for the Character, only a character meeting those requirements may be chosen.

503.2.3 If using an Event card, move it to the Resolution Area. The Event's effect becomes pending.

503.2.4 If using an effect, it becomes a pending effect and enters the pending resolution list.

503.2.4a Continuous effects and rule-based effects do not need to be "used" and do not use the pending resolution list.

503.3.0 The process of using the card or effect is now complete. Process related effects.

503.3.1 If the Character card used has an effect, that effect triggers after the Character enters the Adventure Area and becomes pending.

503.3.2 If an Event card was used, its effect becomes pending. After the effect finishes resolving, the corresponding event card is moved to the Retirement Area.

504.0.0 Pending Effects and the Pending Resolution List

Normally, the process of using cards or effects can be handled simply, and the content of this section is not required.

In some cases, multiple effects may be used simultaneously. To clarify the resolution order of effects and make the resolution process clearer, refer to this section.

504.1.0 A pending effect is an effect that has been used but has not yet resolved. Pending effects can originate from:

① A Triggered Effect being met and triggered, becoming pending.

② A player using an activated effect and paying its cost(s), after which the effect becomes pending.

③ A player using an Event, after which the Event enters the Resolution Area and its effect becomes pending

504.2.0 The Pending Resolution List is a list composed of a series of pending effects. Pending effects are arranged in a strict, specific order. The relative order of any effect in the list compared to other effects in the list cannot be changed.

504.3.0 When an effect becomes pending, it is placed onto the Pending Resolution List. Generally, a pending effect placed on the list is put on top of it. When a pending effect enters the top of the Pending Resolution List, all other pending effects in the list are pushed down by one position (the effect originally at the top becomes the second from the top). The relative order of pending effects in the list compared to other pending effects cannot change.

Example: The Pending Resolution List has effects A, B, and C in order from the top. If effect D becomes pending, D enters the top of the list, and A, B, C are pushed down one position. The final Pending Resolution List order from the top becomes D, A, B, C.

504.4.0 If no new effects will become pending, begin resolving the pending effects in the Pending Resolution List.

504.4.1 When resolving pending effects from the Pending Resolution List, always resolve the topmost effect first. Once a pending effect in the list finishes resolving, it is removed. All other pending effects in the list are pushed up by one position (the effect originally second from the top becomes the topmost effect).

Example: The Pending Resolution List has effects A, B, and C in order from the top. After effect A resolves and finishes, B and C are pushed up one position. The final Pending Resolution List order from the top becomes B, C.

504.5.0 If resolving an effect causes the trigger condition of another Triggered Effect to be met, the triggered effect is used and becomes pending after the currently resolving effect finishes resolving completely.

Example: The Pending Resolution List has effects A, B, and C in order from the top. Effect A is "Draw 1 card, then discard 1 card." Effect E, which reads "Whenever you draw a card, choose a character in your Adventure Area. That character gets +1 Inspiration until the end of turn," is active in your Adventure Area. When resolving the list, effect A is resolved first. You perform the actions in sequence: "draw 1 card," then "discard 1 card." Effect E's condition is met when you draw the card, but effect A is still resolving at that time, so effect E is not used yet. After you finish the "discard 1 card" action, effect A finishes resolving and is removed from the list. Effects B and C are pushed up one position. Then, effect E is used and becomes pending, entering the top of the Pending Resolution List, pushing B and C down one position. The Pending Resolution List order from the top now becomes E, B, C.

504.6.0 If multiple effects become pending simultaneously, they are handled as follows:

If multiple effects controlled by the same player become pending simultaneously, that player decides the order in which they are placed on top of the Pending Resolution List.

If multiple effects controlled by both players become pending simultaneously, the turn player first decides the order in which their own effects are placed on top of the Pending Resolution List. After all of the turn player's pending effects have entered the list, the Rival decides the order in which their own effects are placed on top of the Pending Resolution List. After both players have no more effects to put on the list, resolve the pending effects starting from the top of the Pending Resolution List.

Example: The turn player X's effects A and B, and the non-turn player Y's effects C and D, become pending simultaneously. Turn player X must first decide the order for effects A and B to enter the top of the list. After player X decides, player Y then decides the order for effects C and D to enter the top of the list. Suppose player X decides effect A enters first, then effect B. Effect A becomes the topmost effect, then effect B enters and becomes the new topmost effect, pushing A down to second. After A and B have entered, suppose player Y decides effect D enters first, then effect C. After all effects have entered the list, the order in the Pending Resolution List from top to bottom becomes C, D, B, A.

6. Terminology and Interpretation of Common Actions

601.0.0.Draw

601.1.0. Draw means add the top card(s) of the Deck to Hand.

601.2.0. Draw X cards means add the top X cards of the Deck to Hand. If an ability that draws multiple cards meets a condition of a certain Triggered Ability, the ability will be triggered after all cards have been drawn.

602.0.0.Discard

602.1.0. Discard means move card(s) from Hand to Retirement Area.

602.2.0. When discarding more than 1 card, the player determine the order on their own. If an ability that discards multiple cards meets a condition of a certain Triggered Ability, the ability will be triggered after all cards have been discarded.

602.3.0. When player discards cards in Discard Step of End Phase because they have more than 10 cards in Hand, this action does not trigger Triggered Abilities.

603.0.0.Opposing

603.1.0. Opposing indicates a positional relation of Slots in Adventure Area. Slots of different players in the same lane are Opposing, they are Opposing Slots to each other.

603.2.0.Characters in Opposing Slots are Opposing Characters.

604.0.0. Become Plan

604.1.0. Become Plan means put 1 card on a Story Card without Plan tapped face-down. This action must be executed on possible Story Cards with the highest Stage.

605.0.0.Remove

"Remove" may refer to removing a Plan or removing a Token.

605.1.0. When **Removing** a Plan, turn up the Removed Plan to check if it has a Pre-plan ability. If so, use the Pre-plan ability and move the Plan into Retirement Area; or add the Plan to the owner's Hand.

605.2.0. When Removing a Plan with Pre-plan ability, but can not execute the ability for there is no legal target or other reason, skip executing the Pre-plan ability, move the Plan into Retirement Area.

E.g.: When solving a Pre-plan ability "Choose 1 Character in your Adventure Area, it gets +2 Inspiration". If there is no Character in your Adventure Area, skip executing the ability, move the Plan into Retirement Area.

605.3.0 When a token is removed, it is taken out of the game. It is no longer placed on the play sheet and no longer affects the game.

606.0.0.1 Turn Duration

606.1.0.This kind of effect will end in Erase Step of End Phase, generally expressed as "...until the end of turn" in text.

607.0.0. Get +/- Inspiration

607.1.0. When calculating the Inspiration of a certain Character, add up all active abilities to the primal Inspiration and calculate the sum, if the outcome is lesser than 0, deem the sum as 0 instead.

E.g.A Character has 2 Inspiration, a "gets -3 Inspiration" ability is affecting it. This Character's Inspiration is calculated as "2 - 3 = -1", the final outcome is lesser than 0, so the Character's final Inspiration is 0.

607.2.0.The calculation of all active effects in this category is not sequential and is independent of their order of effect activated time.

E.g.A Character has 2 Inspiration, a "gets -3 Inspiration" and "gets +1 Inspiration" ability is affecting it. When calculating Inspiration, the "-3" and "+1" will add up together, the final effect is "-2 Inspiration", so the Character's final Inspiration is 0.

607.3.0. When a ability is checking the Inspiration of a certain Character, if the Inspiration is under effect that changes the Inspiration, check the final outcome.

E.g.A Character has 4 Inspiration, a "gets +1 Inspiration" ability is affecting it, and the Character's final Inspiration is 5; a "retire 1 Character with 4 or less Inspiration" can not affect this Character in this situation.

608.0.0.Cost of Force of Harmony

608.1.0. When playing Character/Event/Item from Hand, player should tap as many Scenes as the card's Cost of Force of Harmony indicated.

608.2.0. Tapping Scene(s) is a Regulation Action, player must tap as many Scene(s) as the card requires at one time; they can not tap more or less Scenes.

608.3.0. Player can only tap Scene(s) on playing card.

609.0.0. Top and the Bottom of the Deck

609.1.0. Top of the Deck is the Deck's top. The top card of the Deck is the first card from the Deck's top. The top X card(s) of the Deck is the first X card from Deck's top. Bottom of the Deck is the Deck's Bottom. The bottom card of the Deck is the last card from the Deck's top. The bottom X card(s) of the Deck is the last X card from Deck's top.

609.2.0. When an ability indicates the player to reveal the top X card(s) of the Deck, display the first X card(s) of the Deck, turn them up, these cards still exist in Deck in the original order.

609.3.0. When a player is putting multiple cards to the Top of the Deck, they decide the order on their own.When a player is putting multiple cards to the Bottom of the Deck, they decide the order on their own.

610.0.0. Tap/Untap

610.1.0. Tap has multiple meanings. It indicates an action that changes a Vertically placed card into a Horizontally state, and a card state that is Horizontally placed.

610.2.0. Tap Ability can not Tap a Character or Scene that already Tapped.

610.3.0. Untap has multiple meanings. It indicates an action that changes a Horizontally placed card into a Vertically state, and a card state that is Vertically placed.

610.4.0. Untap Ability can not Untap a Character or Scene that already Untapped.

610.5.0.Card Ability that **Tap/Untap** Character(s) only Tap/Untap Characters in player's Adventure Area.

610.6.0.Card Ability that **Tap/Untap** Scene(s) only Tap/Untap Scenes in player's Scene Area.

611.0.0. Turn up

611.1.0. Turn up certain card(s) means display target card's information until the ability solved despite the regulation of areas.

611.2.0.Card(s) that being turned up is still in its former area.

611.3.0. When the ability is about to being solved, if there are still any unmoved turned up cards, then return these cards to their original positions, and their information is no longer public; if there are multiple cards being returned, the player decides the order in which they are placed back

611.0.0 Reveal

611.1.0 To reveal specific cards means to make those cards' information public until the effect finishes resolving, ignoring normal area-based rules for card information.

611.2.0 Revealed cards remain in their original Area.

611.3.0 Just before an effect finishes resolving, if any revealed cards that have not been moved are still present, return those cards to their original Area, and their information is no longer public. If more than one card is returned this way, the player may decide the order in which they are returned.

612.0.0 Move within the Adventure Area

612.1.0 To move within the Adventure Area means to take a character from its current Slot in the Adventure Area and place it into another empty Slot in the Adventure Area. If there is no empty Slot in your Adventure Area, this action cannot be performed.

612.1.1 Moving into the Adventure Area from another Area, or moving from the Adventure Area to another Area, does not count as moving within the Adventure Area.

612.1.2 If a character moves to another empty Slot due to one effect, and then moves back to its original Slot due to another effect, it is still considered to have moved this turn, and is considered to have moved twice within the Adventure Area this turn.

613.0.0 Look at

613.1.0 To look at specific cards means to make those cards' information privately available to a single player until the effect finishes resolving, ignoring normal area-based rules for card information. Typically, the player using the related effect performs the action of looking, unless the effect specifies otherwise.

613.2.0 Looked-at cards remain in their original Area.

613.3.0 Just before an effect finishes resolving, if the related effect does not specify a destination for some of the looked-at cards, return those cards to their original Area in their original order, and their information is no longer available to the player who looked at them. Even

if an effect allows a player to return the cards in any order, the player cannot place the looked-at cards in a location that did not originally contain a looked-at card.

Example: An effect reads, "Look at all your Plans, then return them in any order." If you only have Plans on Story Stage II and Story Stage IV, then when you perform this effect, you may only look at the Plans on Story Stage II and Story Stage IV. When returning them, you may choose to return them to their original positions or swap the positions of the two Plans, but you cannot place a Plan on Story Stage I or Story Stage III.

614.0.0 Retire

614.1.0 When a rule or effect requires specified Characters in the Adventure Area to Retire, the following actions must be performed in order. Collectively, these actions are called the "retire process":

614.1.1 Check if that Character leaving the Adventure Area would meet the condition of any Triggered Effects. If the Character leaving would not meet the condition of any Triggered Effects, skip directly to rule 614.1.3. If the Character leaving would meet the condition of any Triggered Effects (such as Farewell), continue performing the following actions in order.

614.1.2 Move the Character that is Retiring to the Resolution Area, then use the Triggered Effect (e.g., Farewell).

614.1.2a If executing this Triggered Effect causes the condition of a new Triggered Effect to be met, that new Triggered Effect is used only after the entire retire process finishes (See in 501.1.2).

Example: You only have [Rainbow Dash BP02-SR05] ("Farewell If you have no characters in your Adventure Area, choose an Character in Rival's Adventure Area with 6 or more Inspiration to Retires.") in your Adventure Area. The Rival has [Twilight Sparkle BP01-U01] ("Farewell Draw a card.") in their Adventure Area opposing. During the Contact Phase, the Rival uses Inspo Boost to increase Twilight Sparkle's Inspiration to 7. During the Area Transfer Step, the operation performed is: first, move your Rainbow Dash to the Resolution Area, and use its effect to cause the Rival's Twilight Sparkle to Retire. This causes the condition of the Rival's Twilight Sparkle to be met, but at this point your Rainbow Dash has not finished its retire process. Therefore, you must finish all actions for Rainbow Dash's Retire process first, then the Rival executes Twilight Sparkle's retire process and uses its effect.*

614.1.3 Move the character that is retiring from the Resolution Area to the Retirement Area.

614.1.3a If the corresponding Triggered Effect specifies a destination for related cards, follow that effect instead, skipping the action in rule 614.1.3.

Example: You have a Character in your Adventure Area with the effect "Farewell Shuffle this character into its owner's Main Deck." When this Character Retires, it is first moved to the Resolution Area, then its effect resolves, shuffling the Character

into the Main Deck. It is not moved to the Retirement Area.

614.2.0 A Triggered Effect that reads "When/Each time when a Character Retires..." is used after the retire process finishes. It is used at the same time as any effects triggered during the execution of the retire process.

614.2.1 If simultaneously used Triggered Effects belong to the same player, that player decides the order in which they are placed on the Pending Resolution List. If simultaneously used Triggered Effects belong to different players, the turn player first decides the order for their effects to enter the Pending Resolution List, then the non-turn player decides the order for their effects (See in 504.0.0).

Example: You only have [Rainbow Dash BP02-SR05] ("Farewell If you have no characters in your Adventure Area, choose an Character in Rival's Adventure Area with 6 or more Inspiration to Retires.") in your Adventure Area. The Rival has [Twilight Sparkle BP01-U01] ("Farewell Draw a card.") in their Adventure Area in the opposing line. During your main phase, you use [Rafting BP03-SPR16] ("Each time when your Characters Retires in Contact this turn, draw a card."). During the Contact Phase of the same turn, the Rival uses Inspo Boost to increase Twilight Sparkle's Inspiration to 7. You move Rainbow Dash to the Resolution Area and use its effect to cause your Twilight Sparkle to Retire, which meets the condition of Rival's Twilight Sparkle. After Rainbow Dash's retire process finishes, the condition of your Rafting is also met. At this moment, your Rafting effect and the opponent's Twilight Sparkle effect are used simultaneously. The opponent draws 1 card first, then you draw 1 card.

615.0.0 Numerical Ranges

615.1.0 For effects that include the terms "up to," "at least," or "any number of," players may choose a number within the specified range.

615.1.1 "Up to X" means you may choose any integer number from 0 to X, inclusive.

615.1.2 "At least X" means you may choose any integer number greater than or equal to X.

615.1.3 "Any number of" means you may choose any integer number greater than or equal to 0.

616.0.0 Use, Resolve, and Execute

616.1.0 "Use" may refer to using a card or using an effect.

616.1.1 To use a card means to play a card from your hand according to the rules, producing some result. (For details on using cards, see in 503.0.0.)

616.1.2 To use an effect means to cause an effect from some card(s) to become a pending effect according to the rules. (For details on using effects, see in 503.0.0.)

616.2.0 To resolve an effect generally means to have a pending effect resolve and be removed from the Pending Resolution List. Resolving an effect usually requires a player to perform a series of actions in order. (For specific methods of resolution, see in 502.1.0.)

616.3.0 To execute typically refers to a player carrying out some action.

An action typically changes the position or information of some card(s) in the game (e.g., drawing a card, increasing or decreasing a Character's Inspiration, revealing a card, etc.). A player may only execute an action if permitted by the rules or a card effect (e.g., you cannot arbitrarily execute actions like drawing or discarding cards unless the rules or an effect allow it).

617.0.0 Put Into and Leave

617.1.0 "Put into" means to cause a card to enter an Area. "Leave" means a card is no longer in the Area it was previously in.

Example: During the process of "draw 1 card," a card leaves the Main Deck and is put into the Hand. During the process of "discard 1 card," a card leaves the Hand and is put into the Retirement Area. During the process of "choose a character in the Adventure Area and put it into the Retirement Area," a card leaves the Adventure Area and is put into the Retirement Area.

617.2.0 If a Plan is simply put into the Retirement Area, its Pre-plan effect is not Triggered. (See in 605.0.0.)